

26th ANNUAL INTERCOLLEGIATE WOODSMEN'S WEEKEND

COLBY COLLEGE

1973

GENERAL RULES

1. Any violation of good sportsmanship by a person or persons will lead to disqualification for the weekend of the party concerned, at the head judge's discretion. Unsportsman-like conduct would be improper language, fights, ungentlemanly conduct, etc.
2. Decision by a vote of team captains will be used to dissolve protests which arise during the meet. The head judge will moderate the Captains' Meeting. The head judge will only cast a tie-breaking vote if a need arises.
3. Neither Colby College nor the Colby College Woodsmen's Team will be held responsible for any liabilities which might occur before, during, or after said meet.
4. Before the starting signal of any event all the competitors in that event will be allowed to get completely ready for the event in a reasonable amount of time.
5. Any team which does not follow the rules and/or proper procedures for the events will be penalized for the event as described in the event rules. Additional penalties may be provided for by consent of the Captains' Meeting.
6. Alternates: There may be only one alternate per team. In case of injury to a regular team member, the alternate may be put in to take that individual's place. This can only be done with the consent of the head judge. Once the alternate is in the competition, the man who was replaced may not come back into the contest at any time, except in the case of yet another disabling injury to another team member. This can only be done with the consent of the head judge. An alternate for one team may not be interchanged with that of another team. If a team is beset with two serious injuries leaving five men to continue the competition, they may do so, but they must meet all the requirements for any particular event even if this will require one man to "double up" in this event.
7. Only teams consisting fullt of undergraduates college students will be counted towards the trophy. Graduates, etc., may compete on teams, but these teams will not be counted towards the trophy.
8. Any protest must be filled out and signed by the appropriate team captain and handed into the head judge within 30 minutes of the completion of the event for the team in question. No protests will be accepted after this time limit. This clause applies to any discrepancies with timers or scorekeepers assigned to the particular event, in addition to protests concerning other teams. Protest forms will be available at the scorer's table.
9. In case of a tie, an equal number of points will be assigned to each team involved.

10. Positions for the meet will be determined by drawing lots at the Captains' Meeting prior to the meet. Positions will be synonymous with felling poles, chopping and splitting wood, and order in appearance of event, etc.
11. Equipment - All teams must provide their own equipment. Sawhorses will be provided for the events for which they are needed. Some special equipment will be provided as stated in rules for the event. Restrictions governing equipment will be as stated in the rules for each event. Questions will be resolved at the Captains' Meeting.

The wood used for the competition will probably be white pine in the form of 8"x8" cants which will be used for sawing and chopping. Felling and splitting wood will probably be poplar.

12. The cants may be wirebrushed before the starting signal of the event. In all cutting (axe) and sawing events the axe or saw may not touch the wood until the starting signal. Competitors will be allowed to strike their axes outside of the cutting area of the cant in practice.
13. All events will be started with a starting gun. The timing of any event will not be stopped for any reason other than team withdrawal or completion of the event (except for firebuilding; see rules for this event).
14. In the singles events, the team score will be determined from the total points won by the team entrant.
15. Each event involving timing will be worth 100 points to the winner except where noted differently in the event rules.
16. The judge's decision will be final in all cases involving judgement decisions.

RULES FOR 1973 INTERCOLLEGIATE WOODSMEN'S WEEKEND

General Fishing Rules

1. Fly rods may be no longer than nine feet, and no heavier than six ounces.
 2. The fly line may be of any type but may have no splice less than 70 feet from the leader.
 3. Reels in these events may be of any type.
 4. Spin casting rods may be no longer than nine feet.
 5. Spin casting lines will be monofilament.
 6. The spin plug, fly leader and fly will be provided by the sponsoring committee. Plugs will be 3/8 ounces and flies will be of a dry nature.
 7. Spectators and other members of the team will remain clear of the participants and the target area. Only the judges will be in the vicinity of the participants and the target area.
 8. The team score will be determined on the basis of the total points won by the team entrant.
 9. Each event is valued at 100 points, a team getting one point for entering the event.
1. Fly Casting for Accuracy
 - A. The purpose of this event will be to cast a fly into a target area from various distances for accuracy.
 - B. Entrants

Each team will enter one man who will not compete in any of the other singles events.
 - C. Equipment as noted in the general rules for fishing events.
 - D. Procedure
 1. Each entrant will have a total of three casts, one at each of the distances of 30, 40, and 50 feet. Each entrant may take one practice cast at each of the three distances if he so chooses, telling the judge if he wishes to take the practice cast. If the competitor fails to notify the judge of his intent to practice, the unannounced practice cast will count as his one cast for that distance.
 2. The line may hit the ground on the back portion of the cast but motion must be maintained. Wherever and whenever the line touches the ground on the forward portion of the cast, it will be counted as a cast and the line will be stripped in until all the line is

in except that amount which is equal to the length of the rod.

3. If at any time during the cast, the entrant steps over the base line, then that cast will be forfeited and no points earned.
4. The lines must be unmarked and will be checked by the judge before the competitor can take his casts.

E. Scoring

1. The target will be a five foot circle with inner circles of four and two feet, all of which will be outlined in white on the ground.
2. Points will be awarded as follows:

	Bullseye	Inner Circle	Outer Circle
First Distance	33	17	8
Second Distance	33	17	8
Third Distance	33	17	8

1 point is given for entering the event.

3. The initial point of impact will be the point from which the score for that cast will be determined. If this impact point is on a line between two circles, the higher score value will be awarded.

2. Spin Casting for Accuracy

- A. The purpose of this event will be to cast a 3/8 ounce plug into a target area from various distances for accuracy.

B. Entrants

Each team will enter one man who will not compete in any of the other singles events.

- C. Equipment as noted in the general rules for fishing events.

D. Procedure

1. Each entrant will have a total of three casts, one at each of the distances of 40, 50, and 60 feet. Each entrant may take one practice cast at each of the three distances if he so chooses, telling the judge if he wishes to take the practice cast. If the competitor fails to notify the judge of his intent to practice, the unannounced practice cast will count as his one cast for that distance.

E. Scoring

The target and scoring procedure will be the same for this event as that described for Fly Casting for Accuracy.

3. Axe Throw

- A. The purpose of this event is for a team member to throw an axe for accuracy at a stationary target.

B. Entrants

Each team will enter one man who will not compete in any of the other singles events.

C. Equipment

1. The axe used must have at least a two pound head and be at least 24" inches long, as measured from the top of the head.
2. The target will be a cross sectional piece of log placed 20 feet from the throwing line.
3. The target will be five feet above ground at its center.
4. Broken axes may be replaced. If the axe handle breaks on a throw, that throw will count but a new axe may be used for the next throw.

D. Procedure

1. Each contestant will be allowed up to two practice throws before taking his three official throws if he notifies the judge that he wishes to practice. If the contestant fails to tell the judge of his intent to practice, any unannounced practice throws will be counted as official throws.
2. The axe must remain stuck in the target until removed by the judge. The judge will be quick so the contestants need not retrieve their axe.
3. Crossing the throwing line before the axe strikes the target will result in no ~~score~~ for that throw.

E. Scoring

1. A strike is any part of the bullseye. Any strike will be awarded 33 points.
 2. The remainder of the target will be divided as follows:

12" diameter	20 points
24" diameter	13 points
- 1 point is given for entering the event.
3. A throw landing between two circles will be awarded the higher point value of the two.

4. Pulp Throw for Distance and Accuracy

- A. The purpose of this event is for a team member to throw a piece of pulp for distance and accuracy.

B. Entrants

Each team will enter one man who may not compete in any of the other singles events.

C. Equipment

1. A single-pronged pulp hook, with shovel hand grip, and a maximum of 20" in length measured along a straight line will be allowed in this event.
2. The same piece of pulp will be provided for every contestant to throw. If the log breaks, the competition will continue with an identical log.

D. Procedure

1. A contestant may use any style he desires in this event.
2. A reasonable running start will be permitted.
3. Each contestant will be allowed only one practice throw which must be announced to the judge or it will be counted as an official throw.
4. A contestant may not step on, over, or fall over the foul line until the pulp stick hits the ground.

E. Scoring

1. Scoring will be based on the best of three throws.
2. The scoring distance of a throw will be the total distance along a straight line designated before the event from the foul line to the point where the pulp stick first hits the ground, minus the perpendicular distance from the designated line.
3. The longest throw according to the above rule, will be awarded 100 points.

5. Dot Splitting

- A. The purpose of this event will be to strike a 1/4 inch dot with a full swing of the axe. Scoring will be based on the total points for three swings, determined by nearness to the dot.

B. Entrants

Each team will enter one man who may not compete in any of the other

singles events.

C. Equipment

1. The axe used can be any conventional type at least 24" long and 2-1/2 pounds in weight.
2. The three dots will be 1/4 inch in diameter and will be located on the horizontal face of an upright block of wood.
3. The block of wood will be four inches thick.

D. Procedure

1. The competitor must be standing and have two hands on the axe.
2. A full swing must be used. A full swing is one in which the head of the axe rises above the head of the contestant and strikes the bolt on the next downward motion.
3. No practice swing will be allowed.
4. Sufficient force must be used to split the block.

E. Scoring

1. Scoring will be based on accuracy.
2. Points will be awarded as follows:

Splitting dot and block	33 points
Splitting block within 1/4" of dot	28 points
Splitting block within 1/2" of dot	25 points
Splitting block within 3/4" of dot	18 points
Over 3/4" from dot but splitting block ..	5 points

1 point is given for entering the event.

6. Chain Throw

- A. The purpose of this event will be to roll a 200 link chain without the use of a reel in the shortest possible time. The neatness of the roll and appearance of the chain after it has been unrolled are also scored in this event.

B. Entrants

Each team will enter one man who will not compete in any of the other singles events.

C. Equipment

Each contestant must bring with him or provide for a 200 link chain.

D. Procedure

1. The chain will be stretched out before the event begins.
2. The participant is required to roll and throw the chain, and place it on the ground, with both ends secured, for inspection by the judge.
3. At the direction of the judge, the contestant will unroll the chain while being watched by the judge and scored appropriately on his unrolling ability.

E. Scoring

1. The time taken from the starting signal until the chain is placed on the ground for inspection by the judge will provide the fastest contestant with 50 points and proportionate points to the other contestants.
2. A possible 35 points will be allotted by the judge for neatness as determined by visual and manual inspection. Up to 15 additional points will be awarded for proper unrolling of the chain.

7. Felling

- A. The purpose of this event will be to fell a pole as accurately and as quickly as possible. No twitching will be involved.

B. Entrants

Each team will enter two men who will not compete in the firebuilding or scootloading events.

C. Equipment

1. No equipment other than an axe may be used.
2. Each of the men may have his own axe. Extra axes may be used only in the case of an entrant's initial axe breaking.
3. The target, a stake provided by the sponsoring committee, will be placed at a distance 12 feet from the base of the felling pole, at a position left to the choice of the fellers.

D. Procedure

1. A legal cutting zone will be marked on the tree by the sponsoring committee prior to the start of the event. The entrants must chop within this zone.

2. Prior to the starting signal, the entrants will place the target stake vertically in the ground 12 feet from the base of the pole.
3. The initial condition of the felling pole may not be altered in any fashion. This clause prohibits scraping and peeling off the bark. The pole may be brushed with a wire brush to remove any extraneous bark flakes and loose dirt. The pole may be marked with a marker to outline cuts if desired.
4. With one man beginning, and the second man finishing the cut, the entrants will fell the pole. Once the second man has begun his cut, the first man cannot chop again. At no time may both men be chopping concurrently. The first swing of the first man must be in an upward direction.
5. The pole will be allowed to fall freely. Attempts to push the pole once it has begun its downward motion will result in total disqualification. The pole may be levered with the axe sunk in the cut, in a wedging fashion.
6. The second feller will be allowed to alter the first feller's cut.

E. Scoring

1. The scoring of this event will be broken down into two parts: the first part is for accuracy and is worth 50 points as described in rules 3 and 4 below. The second part is for combined time to fell the tree. The time will run continuously from the starting signal until the top of the pole hits the ground. The fastest team will be awarded 50 points and the other teams will be awarded points proportionately.
2. Basal area for the cutting diameter will be determined for all poles prior to felling.
3. Accuracy scoring will be based on the perpendicular distance from the edge of the pole to the center of the stake. Measurement will be made by the judge immediately after the tree has fallen.
4. The distance measured will be from the stake to the edge of the pole at the point of initial impact and not to where the pole comes to rest after a bounce. If the tree strikes the top of the stake prior to ground impact, 50 points will be awarded. Other points will be awarded as follows:

45 points	for within 6 inches
40 points	for within 12 inches
35 points	for within 18 inches
30 points	for within 24 inches
25 points	for within 30 inches
20 points	for within 36 inches
0 points	for more than 36 inches
5. Any infraction of the above rules will cause a 30 second penalty to be assessed to the felling time.

8. Fire Building

- A. The purpose of this event will be to boil over a given amount of soapy water in the shortest time.

B. Entrants

Each team will enter two men who will not compete in the felling or scootloading events.

C. Equipment

1. The entrants may only use an axe, a knife (with blade no longer than 10 inches), three matches and the bolt of wood provided.
2. If three matches are not enough, there will be a judge located some distance away with extra matches. One man from the team will be permitted to get one, and only one, match from the judge on a given trip.
3. Any type of axe may be used in the event, but only one may be used. An extra axe may be close at hand in case of a broken handle.

D. Procedure

1. The cedar bolts may not be outstripped prior to the starting signal of the event.
2. The fire must be built on the ground. The can must be placed either on supporting wood blocks as cut from the cedar bolt, or on the ground as desired. The can may not be hung or supported from above in any fashion.
3. The cans must not be tilted, but must be set perpendicular to the ground. Once the fire has been lit, the cans must not be touched, except in the case of it tilting, in which case it must be reset to a vertical position.
4. If during the event, any or all water is lost from the can, the entrants can have the can refilled by the same judge with the extra matches. A contestant may not get a match at the same time that he gets water.

E. Scoring

The entrants will be timed from the starting signal until the soapy solution boils over the edge of the can. Points will be awarded only to those teams who boil water over their can within 15 minutes of the first team to boil water over their can.

9. Scootloading

- A. The purpose of this event will be to load three logs on a scoot for

speed.

B. Entrants

Each team may enter two men who may not compete in the fire building or felling events.

C. Equipment

Each two man team may use two peavies or cant hooks in rolling the logs. Extra peavies (or cant hooks) will be permitted in the case of breakage.

D. Procedure

1. The two entrants shall stand behind the starting line prior to the starting signal.
2. At the starting signal, one or both entrants may run up to the scoot to remove the skids from the iron pockets and lay them on the scoot.
3. The three logs are then rolled on to the scoot, balanced, and the skids are placed back into the pockets.
4. Painted lines near each end of the logs must be outside of lines painted on the scoot for the logs to be balanced. A team member(s) may stand on the scoot to balance any logs.
5. Failure to have in hand the peavey or cant hook at all times will result in disqualification for the event, unless it is adjudged that the peavey was trapped by the rolling log, or unless the entrant is removing, adjusting, or replacing the skids.
6. The logs may not be carried or skidded to the scoot; they must be rolled. Only peavies or cant hooks may be used to move the logs up the skids. The hands or body can only be used to check the log to prevent it from rolling back down on you. The body can not be used to move the logs forward up the skids. Each violation of this rule according to the judge, will result in the assessment of a one minute penalty.
7. When the log is moved up the skids, one end of the log must be in contact with the scoot or skids at all times. A penalty of 15 seconds for each infraction of raising the entire log from the scoot and/or skids, will be assessed.

E. Scoring

1. The time shall run from the starting signal until the placement of the skids inside the iron pockets after the scoot is loaded with all three logs.
2. For each log dropped inside the scoot and left there, a one minute penalty will be assessed.

3. For each log not balanced, a 30 second penalty will be assessed.

F. Comments

Each team is responsible for unloading the scoot, returning the logs to the starting position, and replacing the skids in their supports.

10. Splitting

- A. The purpose of this event will be to split with an axe, nine bolts of poplar each into four pieces. The event will be judged on total time.

B. Entrants

Each team will enter three men who may not compete in the speedchopping event.

C. Equipment

The axe used for this event will not be a tie axe, a broadhead axe, or a sleeper axe.

D. Procedure

1. Each entrant will quarter three bolts of wood. Each quarter must run the full length of the bolt and must show some part of a two inch diameter circle on one end. There must be a minimum of four pieces from each bolt.
2. The first man will begin at the starting signal, and the second and third man respectively, may not begin until the man preceding him has completed his splitting. Once the second and third man have begun splitting, the first and second man respectively may not chop, split, or handle the split pieces in any fashion.
3. One of the entrants may be designated to check the quartered bolts to see if they've been split properly. This checker may not touch the wood.
4. Each entrant, during his phase of the event, may use his feet in the process of splitting. One hand, and only one hand, may be used to handle the wood, and only while maintaining contact with the axe with the other hand. No quarters, therefore, may be obtained by tearing the wood apart with both hands.
5. Each quarter to be counted as a split piece must be free of attachment with any other piece.
6. Only one axe may be used by each contestant. Extra axes may be used only in the case of the entrant's initial axe becoming broken.
7. The third man may return to the previously cut pieces and split further on them if they do not meet the specifications of the event.

The judge will not be required to point out any pieces not meeting those specifications during the event.

E. Scoring

1. The time will stop when the third man or the designated checker tells the timer he has completely finished.
2. For each infraction of the above rules, a 30 second penalty will be assessed.
3. The team score will be determined by the total time taken for the three team entrants to quarter-split the nine bolts.

11. Speedchopping

- A. The purpose of this event will be to chop through an 8"x8" cant three times for speed.

B. Entrants

Each team will enter three men who may not compete in the splitting event.

- C. Each entrant must set and secure his own cant. Speedchopping bases will be supplied. Extra nails and wedges will be allocated but not supplied. Nothes can be cut for standing.

D. Procedure

1. Cants may be marked out with chalk or crayon prior to the starting signal.
2. Entrants may stand on the ground or the cant while chopping.
3. Extra axes may be used only in the case of an entrant's initial axe becoming broken.
4. The first man will be from the starting signal, and the second and third man respectively may not begin until the man preceding him has completed his cut. The entrant may not kick the cant to separate the two pieces.

E. Scoring

1. A 30 second penalty will be assessed for each infraction of the above rules.
2. The time for this event will be from the starting signal until the third man has completed his cut.

12. Bucksawing

- A. The purpose of this event will be to saw through an 8"x8" cant for speed.

B. Entrants

Each team will enter all six men.

C. Equipment

1. Only one single bucksaw may be used in this event by the team.
2. A second blade may be kept handy in the event the first one breaks. Total time will still be used for the event.

D. Procedure

1. Each entrant must cut two consecutive cookies from the cant.
2. The cant may be marked for cutting prior to the starting signal and practice cuts may be taken within the section of the cant allotted for this event. Wedges may be used to hold down the cant but will not be provided. No nails, chain and binders will be allowed.
3. Only official team members may be on the cant.
4. Each cut must consist of the entire depth of the cant. Any cutouts must be restarted and saved unless the resulting pieces from the original cut can be fitted together to form a full 8"x8" square, to the satisfaction of the judge. A 30 second penalty will be assessed for each cut failing to meet these specifications.
5. Application of lubricants will not be allowed once the event has begun.

E. Scoring

The team score will be determined from the starting signal until the twelfth cookie has been completely cut.

13. Crosscut Sawing

- A. The purpose of this event will be to saw through an 8"x8" cant for speed.

B. Entrants

The team will enter all six men in this event. Each team will enter three two-man crosscut pairs.

C. Equipment

1. Only one crosscut saw will be used by the team throughout this

event; each of the crosscut pairs will use the same saw.

2. An extra saw with handles may be used if the first saw breaks or if after a handle breaks or comes off, it cant be replaced. No person may be holding the extra saw.

D. Procedure

1. Each of the two-man pairs will cut three consecutive cookies from the cant.
2. The cant may be marked for cutting prior to the starting signal.
3. All teams will use the setup provided by the sponsoring committee. All adjustments must be made prior to the starting signal. Wedges may be used to secure the cant, but will not be provided. Only official team members competing in this event will be allowed to sit on the cant at any time during the event. No nails, chain and binders will be allowed.
4. Each two-man pair will cut three consecutive cookies. When the first pair has completed his cuts, the second pair may start. When the second pair has completed its cuts, the third pair may start.
5. Each cut must consist of the entire depth of the cant. Any cutouts must be restarted and saved, unless the resulting pieces from the initial cut can be fitted together to form a full 8"x8" square, to the satisfaction of the field judge. A 15 second penalty will be added to the total time for each cut failing to meet these requirements.
6. The application of lubricants will not be allowed once the event has begun.

E. Scoring

The total time from the starting signal until the third two-man pair finishes its third cookie will be used to determine the team score.

14. Log Rolling

- A. The purpose of this event will be to roll, with the aid of peavies or cant hooks, a log over a course for speed.

B. Entrants

Each team will enter all six men in this event.

C. Equipment

All entrants must supply their own peavies or cant hooks. Any number of peavies or cant hooks may be used.

D. Procedure

1. The log will be peeled. No team will peavey the log prior to entering the actual competition.
2. All team members (two at either end) must stand behind the log until the starting signal is given.
3. The log will be marked and will be placed into the same position for each team.
4. Prior to the starting signal, the log will be resting against both stakes at one end of the course.
5. At the starting signal, the first two entrants will roll the log with their peavies to the far end of the course where the log must hit the two stakes, not necessarily simultaneously, or be peavied into position until this requirement is fulfilled. The side of the log, not the butt end, must hit the stake.
6. The second team of entrants may not touch the log until it has been rolled against the stakes satisfactorily by the first pair.
7. The peavey must be held by the contestant at all times unless it is trapped by the log. As long as this requirement is met, feet and hands may be used to control the log.
8. The course will be a dogleg.
9. One team member will be allowed to coach the contestants while the event is under way. All others should stay out of the way.

E. Scoring

The time will run from the starting gun till the time when the log hits the two stakes at the end of the third roll.

F. Comments

Each team will return the log to its starting position at the completion of the event.

15. Pulp Throwing

- A. The purpose of this event will be to throw four pieces of pulpwood between two sets of stakes 20 feet apart. The two stakes in each set will be four feet apart. The event will be judged on total time.

B. Entrants

Each team will enter all six men.

C. Equipment

Pulp hooks may not be used.

D. Procedure

1. A point will be awarded for each bolt showing on both sides of the upright stakes after all four pulp logs have come to a rest.
2. Number 1 man will throw the four pieces of pulp, one at a time, his feet not crossing the line running through the two stakes in his pit on any throw, from pit "A" to number 2 man at pit "B".
3. Number two man will not retrieve the pulp sticks until the fourth piece lands and all four come to a rest, at which time he will retrieve the pulp and throw it back to pit "A" and Number 3 man.
4. The pulp will be thrown in the above fashion until 48 points have been made by the six contestants.
5. The cumulative running score for the team during the course of the event will be calculated and called out when the fourth bolt of each four bolt set has come to a complete rest.

E. Scoring

1. The team score will be determined by the total time used by a team to make 48 points.
2. A 10 second penalty will be assessed each time a contestant crosses the line or touches a log before all four have come to a stop.

General Rules for the Canoeing Events

1. Each team will provide its own canoe of 15' minimum length measured from stem to stern over the gunwales.
2. Paddles may be of any description, other than double-bladed, but may not be used with a lock or any other mechanical attachment to the canoe.
3. As many paddles may be carried in the canoe as desired, but all paddles that leave the starting line in any event, must be in the canoe at least in part, at the finish of the event.
4. Paddles may be tied into a canoe for an event, but only after the starting signal of the event. Rope may only be used to hold a spare paddle into a canoe.
5. Each team will enter team members in any one of the three canoeing events; two men in the singles canoe race with obstacles, two men in the doubles canoe race with obstacles, and two men in the portage race. Each team member may compete in only one canoeing event.

16 & 17. One and Two Man Race with Obstacles

- A. The purpose of these two events will be to canoe through an obstacle course for speed.
- B. Entrants as noted in general rules for canoeing events.
- C. Equipment as noted in general rules for canoeing events.
- D. Procedure
 - 1. Prior to the starting signal, The entrant(s) will be in the canoe with the bow of the canoe not over the starting line. A running start will be permitted in which case the time will start when the bow of the canoe crosses the starting line.
 - 2. At the starting signal, the entrant(s) will paddle the prescribed course, starting and finishing at the same line and racing the course in the designated direction.
 - 3. The entrant(s) must be in the canoe when it crosses the finish line.

E. Penalties

- 1. Missing a buoy will be defined as passing a buoy on the wrong side. This includes showing the bow on the proper side and showing the buoy amidship on the wrong side during the interval of passing. The penalty will be 20 seconds added to the total time.
- 2. Submerging a buoy will be defined as running over a buoy but not showing it on the wrong side of the canoe. No penalty will be assessed.
- 3. Loss of a paddle or returning without at least a portion of a broken paddle will constitute a 20 second penalty.

F. Scoring

- 1. The time will stop when the stern of the canoe crosses the finish line.
- 2. The team score will be determined from the total combined time it took the two entrants to complete the course.

18. Portage Race

- A. The purpose of this event is for two men competing singly to paddle and portage a canoe over a course for speed.
- B. Entrants as noted in general rules for canoeing events.

C. Equipment

1. A packboard must be worn by each entrant during the entire time he is portaging the canoe, and will be supplied by the individual team.
2. A yoke or similar device for portaging the canoe will not be allowed.

D. Procedure

1. This event will be run by the host in any way it desires so long as the sequence of water, land, and water enters into the race for each contestant.
2. At the starting signal, entrant 1 will start the course in the manner appropriate to the course as laid out by the host and he will continue to the transfer area where entrant 2 will take the canoe and continue the course to the finish line.
3. The entrant may not paddle with the packboard on and may not portage with the packboard off.
4. The transfer area will be designated by a ring of buoys in the water and a ring of stakes on land.
5. Entrant 1 must be within the transfer area as defined by the buoys before he can get out of the canoe and entrant 2 can get in the canoe. Otherwise, the transfer may be made in any fashion the team desires. Only entrant 2 may exit from the transfer area in the canoe. Entrant 1 must not assist entrant 2 once the canoe has left the transfer area.
6. The course run by entrant 1 will probably be different from that run by entrant 2.

E. Scoring

1. The team score will be determined from the starting signal until the second entrant crosses the finish line. The timing will not be stopped while the transfer is taking place.
2. Any violation of the packboard rules will result in a one minute penalty.
3. Any violation of the transfer area rules will result in a one minute penalty.

19. Packboard Race

- A. The purpose of this event will be to lash a blanket, a wrapped sandbag, and a fry pan to a packboard and run a relay course for speed.

B. Entrants

Each team will enter all six members.

C. Equipment

1. A packboard, lashing rope, 10" fry pan, and a blanket at least 4'x6' will be supplied by the competing team.
2. The packboard may have any combination of open hooks. This precludes the use of a shelf or similar device to support the material from the bottom of the packboard.
3. A 50 lb. sandbag will be supplied by the host committee.

D. Procedure

1. Prior to the starting signal, the lashing rope will be coiled, free of knots, and on the ground. The blanket will be spread out flat on the ground, and the sandbag will be on the ground and clear of the packboard, blanket, fry pan, and the piece of rope. Only this equipment and the man who is to start the event for the team will be in the starting area.
2. At the starting signal. The first man will completely wrap the sandbag and the fry pan with the blanket, lash this to the packboard, and run to the first changeoff station. Each man proceeds with the pack to the next changeoff station and gives the pack to the next man.
3. The transfer of the pack must be made within the designated transfer area at each changeoff station. If the pack is exchanged outside of the designated transfer area, a 30 second penalty will be assessed against the team.
4. During the event, the packboard may be supported with the hands, but at no time may the load itself be supported with the hands.
5. The packboard and load may be rebound by an entrant during the event if the load comes loose. An entrant may relash the load any time at his discretion, but whenever the load is relashed, it may be done so only by the one entrant involved in the event at that time. Both men can retie the pack if it comes undone in the exchange area. A runner may not reenter the exchange area to get help if the pack comes undone nearby.
6. The team captains will be shown the course prior to the event.

E. Scoring

1. The team score will be determined from the starting signal until the sixth man has crossed the finish line.
2. The timing will not be stopped for relashing or any other reason.